



THE RULES
OF
Bowling

WITH
HINTS TO BEGINNERS

AS ADOPTED BY THE
ONTARIO BOWLING ASSOCIATION

Established 1889

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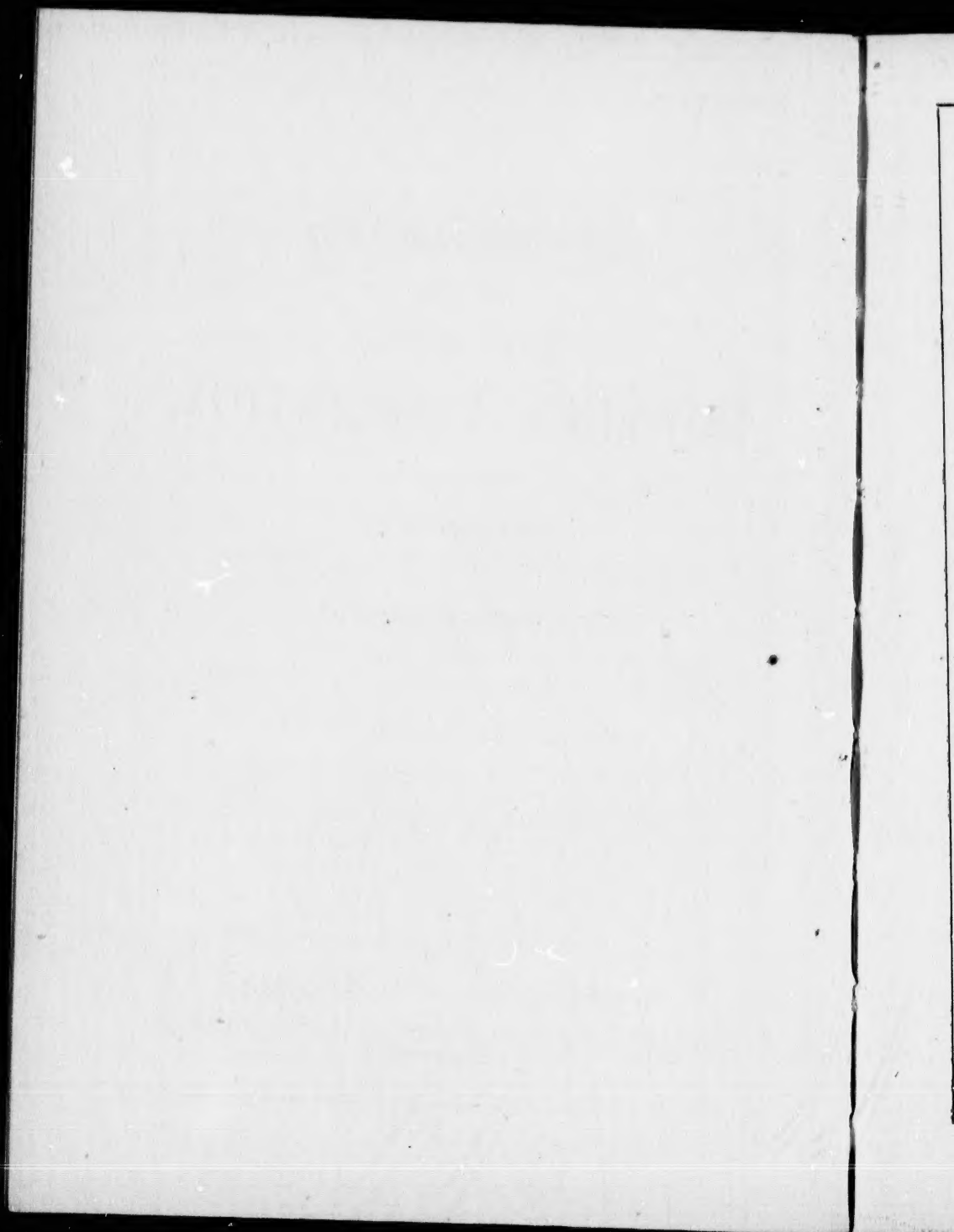
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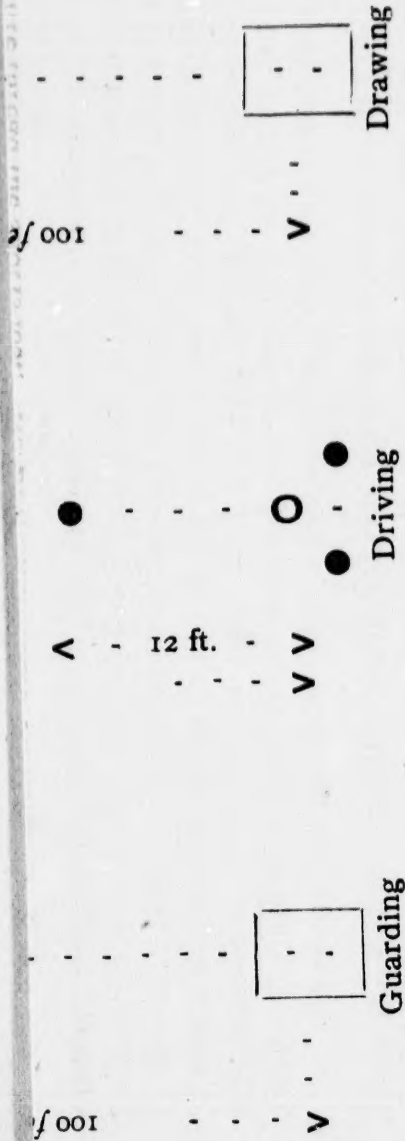


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In Guarding, the lines represent threads fastened to the Green, the distance between each thread being 6 inches, thus obviating the necessity of measuring each shot.

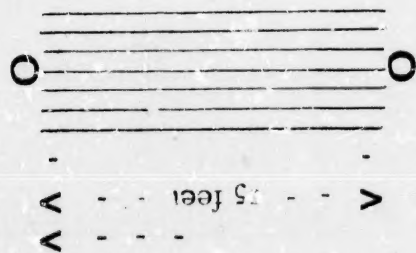
In Driving, the two Bowls behind the Jack are placed 2 feet apart, from centre to centre, and measure each 15 inches from the Jack. on the angle as shown in Diagram.

DRAWING.—To place the Diamond correctly, lay down the four outside Bowls in their position, then use a tape line, and place a Bowl in the centre of each measurement from point to point.

Bowls marked ● ; Jacks ○

[OVER.]

GAME OF POINTS.

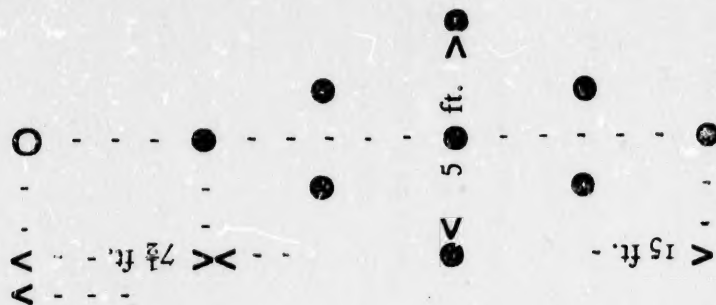


^ ^ - - - 15 feet ^



^ - - -

100 feet from Mat to Jack.



100 feet from Mat to distant Jack.



Guarding

^

12 ft.



Driving



Drawing

100 feet from Mat to Jack.

In Guarding, the lines represent threads fastened to the Green, the distance between each thread being 6 inches, thus obviating the necessity of measuring each shot.

In Driving, the two Bowls behind the Jack are placed 2 feet apart, from centre to centre, and measure each 15 inches from the Jack, on the angle as shown in Diagram.

DRAWING.—To place the Diamond correctly, lay down the four outside Bowls in their position, then use a tape line, and place a Bowl in the centre of each measurement from point to point.

Bowls marked ●; Jacks ○

[OVER.]

SCORING.

GUARDING.—Should a Bowl come to rest anywhere between the two Jacks, and lie within 18 inches of the centre thread (or touch the *outside* thread) on the hand from which the Bowl was played, it scores 1; should it rest within 12 inches of the centre thread (or touch the *second* thread), it scores 2; should it rest within 6 inches of the centre, or touch the third line of thread, or lie on centre thread, it counts 3; but should more than the half of the Bowl be over the centre thread the shot is lost. No Bowl must touch either of the Jacks.

DRIVING.—Should a Bowl pass the guard in front, and remove the Bowl placed behind the Jack on the hand from which the shot was played, it counts 1; should it pass within the Bowl and Jack without touching any Bowl, it counts 2; if it carry the Jack back behind the Bowls placed on either side of it, it scores 3; but both the Bowl played and the Jack must be carried right through—for instance, should the Bowl remove the Jack but fail to carry it behind the Bowl, the shot only counts 2, as if it had passed without touching the Jack at all.

DRAWING.—Should a Bowl pass the Diamond without touching any of the Bowls, and rest within three feet of the Jack, it scores 1; within two feet, it scores 2; and within one foot, it scores 3; but in every instance the Bowl must pass clear outside the Diamond. Should the Jack be removed, it must be replaced before measuring.

DIRECTIONS.

The Game consists of 36 shots, viz., 12 at Guarding, 12 at Driving, and 12 at Drawing, 6 of which must be played from the back, and 6 from the fore hand, the highest possible score being 108 points.

Guarding is generally played first, Driving next, and Drawing last.

An Umpire or Marker should be appointed to take charge of each Rink, and it is the duty of the Marker to declare the value of the shot the moment the Bowl comes to rest, and to enter the same into a book specially ruled for the purpose. He shall also inform the Player when the first 6 shots have been played, so that he may change his hand, and when the end is finished declare the result.

No interference with the Markers can be allowed, and any dispute as to the value of a shot must be referred to an Oversman appointed before play begins.

When play is finished, the Markers shall hand in their books to the Secretary, who shall enter up each score into a book marked "Totals," and declare the result in presence of the players.

"Ties" may be decided by playing two shots over each Rink.

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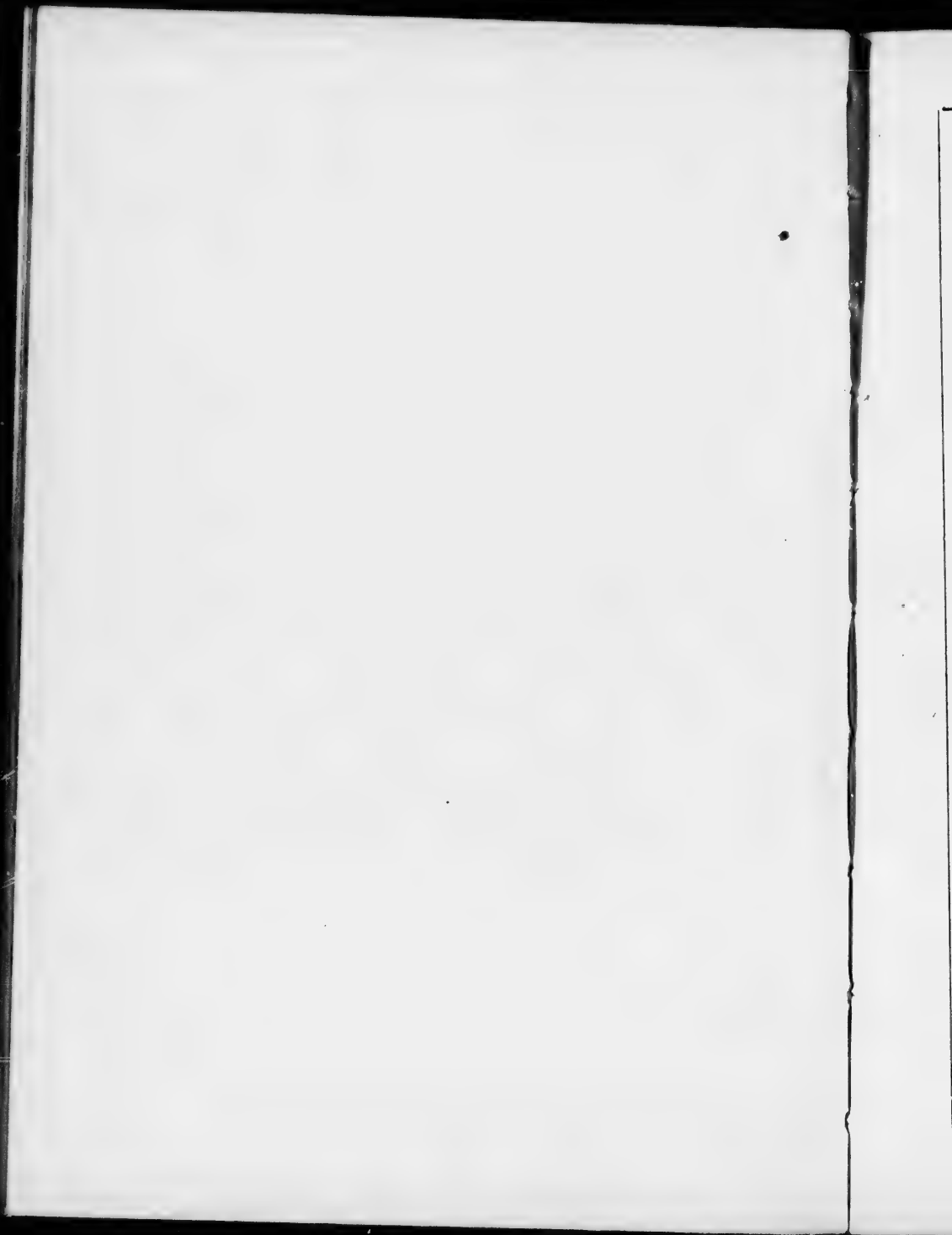
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INTRODUCTION.

Under resolution passed at the annual meeting of the Association, August, 1892, Article XVII., page 17, of the Constitution is amended to read as follows:—
“The Rules of the game of Lawn Bowls, as revised by the Executive Committee, are adopted as the playing rules of the Association, and any question or dispute arising in any Association Match in regard to rules of play, shall be decided according to those rules as far as applicable. The Executive Committee may make such special rules applicable to the grounds on which the Tournament is held as they may deem necessary or advisable.”



GENERAL REQUISITES.

1. The Green.

Bowling is played on a level green from 30 to 42 yards long, with a ditch at each end about 12 or 14 inches broad, and 3 inches deep, having a bank rising about 18 inches above the level of the green, to stop the bowls at the ditch. In case there is no ditch two distinct lines shall be made, not less than 1 foot and not more than 3 feet apart. The space between such lines shall represent the ditch, and the back line shall be termed the boundary. Where space is available, it is advisable to make the green square so that play can be carried on from any side. By changing the direction of play every few days, the ends have a period of rest, and are therefore not so liable to become worn and bare.

2. Bowls.

Bowls are made of *lignum vitæ*, a hard and heavy wood brought from the West Indies. In shape they are made rather flatter at the ends than over the running part, and are moreover made

not to run in a straight line, but to take a bend or bias to one side. This bias is given to them altogether by their shape, as loading is not permitted in match games. In size they must not exceed $16\frac{1}{2}$ inches in circumference, but there is no minimum restriction. Any bias may be used to suit individual tastes; but no bowl with a draw of less than one yard and a half in a run of thirty yards should be allowed at a match.

3. The Jack.

The jack is a round ball of white enamelled earthenware, about $2\frac{1}{2}$ inches in diameter. As it is meant to move easily when struck by a bowl, it should not be too large or heavy. It is the object played to, and being movable, is subject to many changes of position, all of which diversify the game, and not unfrequently render the situation and play extremely interesting.

4. The Mat.

The mat serves the double purpose of marking the spot where to play from, and also protects the grass from being injured during play. It may be made of any material which is soft and pliable,

and not liable to get saturated with damp. Corrugated or perforated india-rubber mats about two feet long by one foot broad and three-sixteenths of an inch thick, are very popular.

5. The Measuring Rod.

A rod or other appliance should be provided, by which the distance of bowls from the jack can be accurately determined.

RULES OF THE GAME.

I.—A Rink.

When two, three, four, or any number of players, not exceeding eight, form sides for a game, they make what is called a rink. Eight players, that is, four on each side, make a complete rink, and are classed as leaders, second and third players, and drivers or skips. In a full rink each player plays two bowls; but if there be no more than two players a side, each player plays four bowls. Should an odd number engage in a game, one side may play extra bowls to make the number of bowls on each side equal. When the side playing the odd bowls consists of two or more, the first and second players each to play one of them. In Tournaments and Medal Matches the rink shall consist of four players a side. Should any player become from sickness unable to play, the first and second remaining players shall each play three bowls.

II.—Classing Players.

The skip or driver, on the commencement of a game, shall arrange the order

of his players—as leader, second and third player—and this order shall not be changed after the first end has been played, without the consent of the opposing skip.

III.—Leader and Third Player.

1. The first player or leader should place the cloth and throw the jack, subject to the direction of the skip.

2. When playing Club matches or other important games, the third player shall write upon a scoring card the names of the players on both sides of the rink arranged in the order in which they are to play.

3. He shall also call and mark the result of each end, and when required shall announce the state of the game.

4. When the skip is about to play, the third player shall act as his vice-skip, unless otherwise instructed.

IV.—Skips.

1. Skips shall have the sole charge of their respective rinks, and their instructions must be implicitly obeyed by the other players. 2. They may appoint vice-skips to direct when they play themselves. 3. They are to be judges on all disputed points, and if agreeing, their

decision is final ; if not, the matter to be decided by an umpire appointed by them (except in tournaments or other matches, where there is an official umpire). 4. No person shall direct except the drivers or their vice-skips. 5. As soon as a bowl is greened the skip must retire two yards at least from the jack, in order that the opposing party may witness the effects of the play.

V.—Spaces or Divisions of the Green.

1. The green shall be divided into rinks of equal width (about 15 feet) by lines drawn between two points in the ditches. These rinks shall be marked by tickets to be placed in the ditches. 2. Previous to beginning a match game, the numbers of each unoccupied space should be put into a bag, and one drawn out, within the limits of which the play of the party or rink must be confined, unless otherwise agreed upon. 3. Promiscuous games may be played without having recourse to drawing, but the play, in like manner, must be limited to the space.

VI.—Points or Ends in a Game.

1. An ordinary game shall consist of 13 points, competition games for prizes

of 15 ends; but general match games may be determined either by number of points, or of ends, or by time, as may be agreed upon. 2. When more than one rink is engaged in the same match, the points of each side are to be added together, and the gross number to decide the contest. In tournaments the Executive Committee shall determine the number of ends or points to be played in the several competitions.

VII.—Placing the Mat.

1. The mat should not be moved from the place where it has been properly put at the beginning of the head or end, and if moved by accident it shall be at once replaced. 2. When playing, the player shall have at least one foot on the mat. 3. Playing from a jack will not be allowed.

VIII.—Throwing the Jack.

1. The throwing of the jack and playing first, to be decided by toss-up; the jack subsequently to be thrown by the leader of the side which secures the last head. 2. If it run into or within one yard of the ditch, it may be moved two yards from it by either party. 3. If not thrown twenty yards, or if run into the

ditch after the first end, the opposite party to have the privilege of throwing it anew, but not of playing first. 4. If it run too near the side of the rink, it must be moved to a sufficient distance, to allow both fore and back hand play.

IX.—Order of Play.

Which side is to play first is usually decided by toss-up. The two leaders then play bowl about until all their bowls are played. The second players follow, playing all theirs, and so on. While the play is going on, the drivers should stand at the jack, for the purpose of directing the players on their side, until their own turn to play arrives.

X.—Marking the Game.

After the whole of the bowls have been played, the side having the nearest bowl to the jack counts one for each of whatever bowls they may have nearer to the jack than the nearest bowl of the other side.

XI.—The Jack not to be interfered with.

1. The jack, after being once played to, except when in the ditch, is not to be touched or interfered with in any

manner otherwise than by the effects of the play, until the end is counted and both parties are satisfied. 2. If driven beyond the back boundary by whatever bowl played, even the last in the head, it shall immediately be brought back to the point at which it crossed the said boundary. If driven over the side lines, so as to interfere with the play in the next rink, or if when so driven it touches a bowl belonging to any player in the next rink, the end must be begun anew, otherwise it is to remain where it rests.

XII.—The Jack in the Ditch—Rebounding.

When the jack is run into the ditch, by a bowl, in the regular course of the game, the place where it rests should be marked, and the jack must be placed on the edge of the green, so that the succeeding players may see where to play to. It must, however, be returned to its place in the ditch immediately on their bowl being greened, so that it may be acted on by any toucher that may be driven into the ditch. Should the jack be run against the bank and rebound on to the green, by the effect of the play, it is to be played to the same as if it had

not touched the bank. Where the ditch is represented by space between lines, the jack shall remain where it rests if within said space.

XIII.—The Jack “Burned.”

When the jack or bowls are interfered with or displaced, otherwise than by the effects of the play, they are said to be “burned.”

1. When the jack is burned by a neutral party, the end must be begun afresh.

2. If burned by any of the players, the opposing party to have the option of playing out the end or beginning anew.

XIV.—Bowls.

Bowls are made of *lignum vitæ*, and at a match must not exceed $16\frac{1}{2}$ inches in circumference, nor be loaded in any manner. In running, they ought to have a bias of at least one yard and a half in thirty on an ordinary green.

XV.—Ditchers.

A bowl which runs off the green, or is driven off it by the effects of the play, and which has not previously touched the jack, is called a “ditcher,” or dead bowl, and must be immediately removed

to the bank. Should a ditcher, under any circumstances, return to the green, it must be removed. Where the ditch is represented by space between lines a bowl shall be considered a "Ditcher" when it has passed clear of the first line.

XVI.—Touchers.

1. A bowl which, while running, or in coming to rest, touches the jack, is called a "toucher," and counts the same as any other bowl, wherever it may rest.

2. A bowl which, after it stops running, falls and touches the jack, is not to be reckoned a toucher, if another bowl has been played.

3. Touchers must be distinguished by a chalk or other mark.

4. Unless marked before the second succeeding bowls be played, it is no longer to be accounted a toucher.

5. Unless the mark be removed before the bowl is played in the succeeding end, it is to be regarded as a "burned" bowl.

6. If a toucher be moved outwards before being marked, it must remain so, but if moved towards the jack, it must be restored to its original position.

7. Any toucher lying on the green may be driven into the ditch by a subsequent

play, and if then nearest the place of the jack, will of course count first.

XVII.—Touchers in the Ditch.

A toucher in the ditch should have the place where it rests marked, so that if accidentally "burned" or shifted by a ditcher, it can be replaced. A toucher in the ditch can only be interfered with by another toucher. If driven over the back boundary it shall immediately be brought back to the point at which it crossed the said boundary.

XVIII.—"Burned" Bowls.

If a bowl, while running, is accidentally "burned" by an onlooker, or by an opponent, it shall be in the option of the party playing to let it rest or play it over again. 2. If "burned" by his own side it may be put off the green. 3. When a bowl, while at rest, is "burned" by the side to which it belongs, it may be removed from the green. 4. If "burned" by an onlooker, or by an opponent, it is to be replaced as near to its original position as possible.

XIX.—Playing Before a Bowl Stops Running.

1. No party to play until his opponent's

bowl has ceased to run. 2. A bowl so played may be stopped and caused to be played again.

XX.—Bowls Coming to Rest.

After the last bowl of an end stops running, a half-minute to be allowed, if required, before counting the end.

XXI.—Delaying the Game.

During a game the players must succeed one another without unnecessary loss of time. Complaint of unreasonable delay may be made to the umpire, who shall see that the game is properly proceeded with.

XXII.—Playing by Mistake.

1. When a bowl is played by mistake, if belonging to the opposite side, it is to be replaced by the player's own bowl.
2. If belonging to the player's side it must remain.

XXIII.—Playing out of Turn or Order.

1. If a bowl be played out of turn, the opponents may stop the bowl, allow it to remain where it rests, or cause it to be played over again in its proper order.
2. If it has moved either jack or bowls, the opponents to have power to cause

the end to be begun anew. 3. A bowl not played in order cannot afterwards be played if the second succeeding bowl has been greened.

XXIV.—Changing Bowls.

No player to change his bowls during the game without permission from the opposite side.

XXV.—Playing in the Dusk.

Under no circumstances is a cap or other object to be laid on the green, or placed on a bowl or the jack ; but a cap or any other object may be held over one or other, or in front of either, for the guidance of the player.

XXVI.—Keeping Order—Control of the Rink.

1. As soon as the last played bowl stops, the party who played it shall lose control of the rink, their opponents to gain possession of it. The party in control must not be interrupted by remarks, or otherwise, while deliberating as to the best play, or when giving directions.
2. The preceding rule not to be in force from the time the bowl is greened until it stops.

XXVII.—Result of Each End.

1. After an end is played, neither jack nor bowls to be touched until both sides are satisfied. 2. When two or more bowls are touching each other, they are not to be disturbed or removed until the result of the end is declared. When apart, each bowl may be removed and counted as soon as it is admitted to be a shot by the losing side. 4. No measuring allowed during the playing of an end.

XXVIII.—On-Lookers.

1. All players, while looking on, to stand jack-high at least, and, unless acting as directors, not within three yards of the jack. Parties not engaged in the game must confine themselves to the banks.

XXIX.—Injury to Green.

1. Players are strictly prohibited from riding bowls up and down the green before or after a game. They are also particularly requested not to play long jacks when the green is soft, or to deface or injure it in any manner. 2. Players must on all occasions wear rubber soled shoes without heels, while upon the green.

XXX.—Measuring Rod.

Parties having occasion to use the measuring rod must be careful to avoid injuring it; and must return it to its proper place of keeping immediately after use.

XXXI.—General Rule.

1. Many of the preceding rules have no penalties attached to them, and all are framed on the understanding that none of them will be wilfully violated.
2. When any of them are violated that have penalties annexed, the penalty cannot be enforced after the next played bowl has stopped.

HINTS TO BEGINNERS.

Placing Players.

In arranging a rink, the least skilful should be placed second, because he can then do least harm. The first player should be a good drawer, so as to make the game interesting from the beginning, and the third should be able to rake or ride as well as draw. The driver or skip should be the most experienced of all.

Drawing, Guarding, or Obstructing.

It is politic to secure a bowl planted near the jack by having a bowl played as a guard to lie a little short of it. It is also sometimes judicious, when your opponents intend to rake or ride the jack, to anticipate their play, by causing a back bowl to be drawn in the direction the jack is likely to go.

Riding.

Riding or playing with great force, for the purpose of striking out an opponent's bowl, or running the jack into the ditch, is occasionally necessary, but is generally a haphazard and losing game, for if the

object be missed the player's bowl is lost, or it may carry off one of his own side's best bowls, leaving the opponents stronger than ever.

Raking, or Raising.

Raking, that is, by playing from one to two or three yards strong, is generally better than riding, because its results can be more clearly foreseen. It also gives more scope for tactics, such as displacing and lying in place of a bowl, or by chucking out your opponent's nearest bowl when it is jack high or more, or by driving a short bowl up to the jack.

Be Well Up.

The jack being the object played to, and movable, the chances are altogether in favor of its being moved further and further from the player. For this reason it is better, as a rule, to "be well up." Bowls which are much short of the jack not only obstruct subsequent play, but, like ditchers, may be called lost bowls.

Fore and Back Hand.

The fore-hand is to play out to the right, with the bias of the bowl to bend

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in towards the left. The back-hand is to play out to the left, the bowl curving in to the right. The player should learn to play both hands. Every now and again a bowl or bowls rests on this or that side of the jack, presenting an obstruction which he should take advantage of, either by a full or by a gentle draw. The winning bowl or bowls may thus be driven off, and replaced by the player's own.